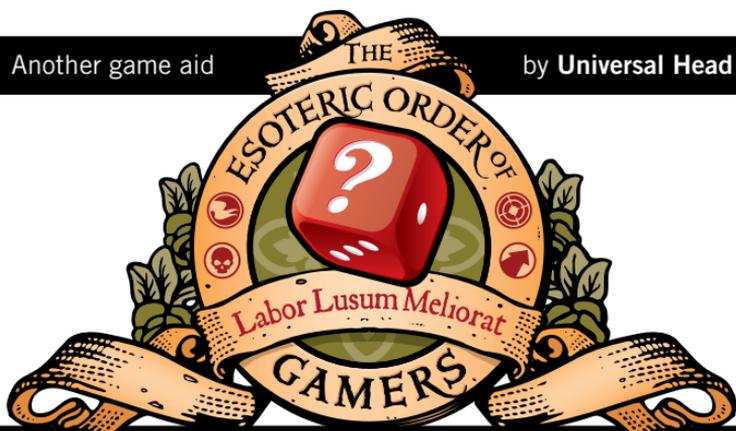


Another game aid

THE

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Game: **CATAN CARD GAME**

Publisher: **Mayfair Games (1996)**

Page 1: **Rules summary**

Page 2: **Rules summary (expanded game)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# CATAN

## CARD GAME

### Setup

Each player takes all of the 9 cards with either the **Red** or **Blue** coat-of-arms on the back. Each player then builds their principality by placing the **Road** in the middle, a **Settlement** to either side and the 6 **Regions** diagonally around the settlements.

Allocate 1 **resource** per region by turning each card to the appropriate side.

Shuffle the **Event** cards and place them facedown between the players in a row with the other 4 decks of **Development** cards. Shuffle the **Expansion** cards and divide them into 5 roughly equal stacks. 2 stacks will have 1 more card than the others; both players should know which stacks.

A randomly determined starting player searches one stack of expansion cards and selects 3 for his starting hand. The other player searches a different stack and selects 3 cards. Neither should change the order of the stacks.

### Turn Sequence

Alternating turns, each player follows this sequence:

- 1 Roll the **Event** and **Production** dice.
- 2 Resolve the Event die. Effects apply to both players.
- 3 All players' **Region** cards that match the number on the Production die produce 1 additional resource (rotate the card(s) to show 1 more resource than before).
- 4 Perform 1 or more of these actions in any order as often as desired:
  - **Play 1 or more Action (yellow) cards**
  - **Trade Resources**
  - **Build** (place **Development** card and pay the required resource cost)
- 5 **Check hand limit and draw replacement cards.** If you have less cards than your hand limit, draw back up to your limit.

If you have a number of cards equal to or greater than your hand limit, first discard down to your limit by placing the extras facedown beneath any expansion stack or stacks. Then you discard 1 card from your hand to the bottom of an stack and replace it with a new card from the same stack.

Anytime you replace a card, you may draw unseen from any of the expansion stacks, or pay 2 resources of any type to *search* a stack of your choice and choose a card.

### Event Die

**Tournament (Knight's Head)** Compare the red numbers of all players' knights. The player with the highest total collects a resource of his choice.

**Commerce Advantage (Windmill)** The player controlling the Commerce Token may take a resource from his opponent.

**Brigands (Club)** If unprotected resources (those *not* adjacent to a *Garrison*) total more than 7, the player loses all **ore** and **wool** resources. This result is ignored on the first 2 turns of the game.

**Year of Plenty (Sun)** Each player collects a resource of their choice.

**Event (Question Mark)** An Event card is drawn which effects both players. It is then returned to the bottom of the deck facedown.

### Expanding Your Principality

You add cards to your principality by paying the cost in resources listed on the card. Rotate the matching Region cards to reduce your supply.

**Build a Road** 1 Road (running horizontally) must separate each Settlement or City. They may be built in the same turn as the Settlement or City.

**Build a Settlement** When placing a Settlement, draw 2 Region cards and place them at the outside corners of the new Settlement, showing 0 resources. You may draw them from the top of a pile or play the **Scout** to *select* them (the deck is then reshuffled).

Each Settlement earns you 1 Victory Point (VP).

**Build a City** A City must be built on top of an existing Settlement, which no longer counts for any purpose.

Each City earns you 1 more Victory Point.

**Add an Expansion card to a Settlement or City** Place Green or Red cards above or below a Settlement or City. A Settlement may only have 1 Green card above and 1 below it. A City may have 2 Green or Red cards above it and 2 below it.

Expansion cards above a city only affect regions above that city; likewise below.

### Play Notes

**When searching expansion stacks**, they should be left in the same order and *not* reshuffled afterwards.

The maximum number of cards a player may have in his hand at the end of his turn is his **hand limit**. This starts at 3 cards but may increase during the game.

**Action cards** marked *Attack* or *Neutral* can only be played once players have a total of at least 7 VPs. Once played, they are removed from the game. Your opponent may play a counter card in defense.

**Different resources can be traded** within your principality at a 3:1 ratio (2:1 using *Merchant Fleets*). Players may also trade freely with opponents.

### The Knight and Windmill Tokens

During play, the player with the most Knight (black) points gets the **Knight Token**.

The player with at least one City and the most Commerce points (Windmills) gets the **Windmill Token**.

If there is a tie, neither player controls the token. In addition to any other effects, each of these tokens is worth 1 VP.

### Winning

The first player to reach 12 VPs wins.

# CATAN

## CARD GAME

### Expanded Setup

Decide which **Theme deck** you wish to use.

Separate the Events cards from the deck and shuffle them with the basic set Event cards. Some cards are set aside and placed in a separate faceup stack:

**Knights & Merchants:** Remove the 2 Inquisition cards entirely.

**Science & Progress:** Set aside 2 University cards.

**Wizards & Dragons:** Set aside all 5 Citadel cards and place them with the *Wizard Absent* side faceup.

**Barbarians & Traders:** Set aside 2 Harbor and 2 Triumphal Arch cards from the basic game and expansion deck. Remove the 2 Wizards League cards entirely.

**Politics & Intrigue:** Set aside 2 Town Hall and 2 Church cards from the basic set.

**Trade & Change:** Set aside the 2 Counting House cards from the basic game and expansion deck.

The remaining **Expansion cards** from the basic set are separated into 4 piles instead of the usual 5. The remaining cards from the **Theme deck** are split into 2 piles and placed near the **Development cards**.

### New Rules

#### New Development Stack

There are always 2 copies of each card in this stack. The cards for each Theme are:

**Knights & Merchants:** None.

**Science & Progress:** 2 University cards.

**Wizards & Dragons:** 5 Citadel cards.

**Barbarians & Traders:** 2 Harbor and 2 Triumphal Arch cards.

**Politics & Intrigue:** 2 Town Hall and 2 Church cards.

**Trade & Change:** 2 Counting House cards.

These cards can be purchased just like other Development cards. Each player may build only *one* of each type of card in this stack. Cards from this stack that leave play are returned to this stack.

#### Drawing Cards

Whenever you draw cards from an Expansion stack, you may choose any of the 6 stacks (4 from the Basic game and 2 from the Expansion set).

#### The Spy

**Buildings, Wizards and Magic Spells** cannot be stolen with the Spy. You can only choose Units or Action cards.

#### Making Space in Your Principality

On your turn you may choose to remove and *discard* any Expansion card from your principality to make room for more important cards.

### Winning

The first player to reach 13 VPs wins the Expanded Game.